



# Clarissa Gani

Concept Design | Visual Development

## Contact

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## Software

Photoshop, Illustrator, Procreate, Unreal Engine, Maya, ZBrush, Substance Designer, Figma, Canva

## Skills

- Creative Direction
- Style Adaptability
- Time Management
- Quick Communication
- Team Collaboration
- Fluent English
- Intermediate Indonesian
- Basic Mandarin

## Education

- Bachelor of Arts - Illustration, Entertainment Arts  
ArtCenter College of Design, Pasadena, CA 2021-2025  
GPA: 3.735 (With Honors)
- Associates in Arts - Arts and Letters Emphasis  
DeAnza College, Cupertino, CA 2020-2021  
GPA: 3.74 (Magna Cum Laude)

## Awards

- ArtCenter College of Design  
Scholarship (2021-2025)  
Provost List (2024-2025)
- Society of Illustrators  
68<sup>th</sup> Annual Exhibition, Jury Award
- DeAnza College  
Dean's List (2021-2021)

## Experience

- Battle of Khaltoisia Aug 2023 - Present  
Art Director & Lead Artist - Jakarta, Indonesia (Hybrid)  
(Unannounced Game - Under Development)
  - Led the full creative pipeline from concept to final delivery, defining the product's visual identity across gameplay art, packaging, and marketing.
  - Illustrated all creative assets including but not limited to character art, narrative pieces, product packaging, card layout, and iconography.
  - Designed and produced cohesive marketing materials to establish a unified brand presence.
- ArtCenter College of Design Jan 2024 - Apr 2024  
Teaching Assistant - Pasadena, CA
  - Managed student work, facilitated communication between instructor and students, and provided in-class critiques and draw-overs.
- Noctua Games Aug 2023 - Sept 2023  
Graphic Design Marketing Intern - Jakarta, Indonesia
  - Created store banners visualizing in-game experiences for Saint Seiya and localized them into multiple languages.
- Garena - Free Fire Mobile Game May 2023 - Aug 2023  
Graphic Designer (Contract) - Jakarta, Indonesia
  - Developed promotional social media posts and weekly in-game banners across various sizes, strengthening Free Fire's marketing campaigns and elevating the visual experience for players.
  - Conceptualize and drew an original key visual illustration to commemorate Free Fire's 7th Anniversary. Worked with video editors to to animate the illustration for social media use.
  - Researched and pitched a comprehensive presentation outlining a new game mode proposal to the Chinese branch to enhance Free Fire strategic gameplay experience.
- Illustrator and Concept Designer July 2019 - Present  
Freelance
  - Produced character art, environmental illustrations, and concept designs for private commissioners.